

**A M E N D M E N T S   t o   t h e   C L A I M S**

A detailed listing of all claims that are, or were, in the present application is provided below. The status of each claim is identified. Markings indicate any changes that have been made to claims being currently amended by this Amendment.

1. (CURRENTLY AMENDED) A method, comprising:
  - determining a message;
  - identifying a game machine;
  - determining ~~an occurrence of a trigger condition~~ gaming activity  
associated with a player;
  - determining a feature of the game machine, the feature being selected  
based on the gaming activity,
  - wherein the feature comprises a feature that may be activated  
based on a selection by the player; and
  - outputting the message to a player via the game machine, the message  
comprising a recommendation of the feature ~~based on the occurrence of the trigger~~  
~~condition.~~
2. (ORIGINAL) The method of claim 1 wherein determining the message includes determining a status message.
3. (ORIGINAL) The method of claim 1 wherein determining the message includes determining an instructive message.
4. (ORIGINAL) The method of claim 1 wherein determining the message includes determining a communication message.

5. (ORIGINAL) The method of claim 1 wherein determining the message includes determining a promotional message.

6. (ORIGINAL) The method of claim 1 wherein determining the message includes determining an activity-benefit offer.

7 – 20 CANCELLED

21. (CURRENTLY AMENDED) A method, comprising:

determining a message;

determining a gaming activity of a player;

determining a feature of a game machine, the feature being selected

based on the gaming activity,

wherein the feature comprises a feature that may be activated

based on a selection by the player; and

outputting the message to the player via a the game machine, the  
message comprising a recommendation of the feature ~~based on the gaming activity~~  
~~of the player.~~

22. (ORIGINAL) The method of claim 21 wherein determining the message includes determining a status message.

23. (ORIGINAL) The method of claim 21 wherein determining the message includes determining an instructive message.

24. (ORIGINAL) The method of claim 21 wherein determining the message includes determining a communication message.

25. (ORIGINAL) The method of claim 21 wherein determining the message includes determining a promotional message.

26. (ORIGINAL) The method of claim 21 wherein determining the message includes determining an activity-benefit offer.

27 – 34 (CANCELLED)

35. (ORIGINAL) A method, comprising:

determining a message;

determining a representation of the message; and

outputting the representation of the message to a player at a game machine,

wherein determining a representation includes selecting a representation from a plurality of representations.

36. (ORIGINAL) A method, comprising:

determining a message;

determining a first representation of the message and a second representation of the message;

outputting the first representation of the message to a first player at a game machine; and

outputting the second representation of the message to a second player at a game machine;

wherein determining the first representation includes selecting a representation based upon a characteristic of the first player, and

wherein determining the second representation includes selecting a representation based upon a characteristic of the second player.

37. (ORIGINAL) The method of claim 36 wherein the first representation is different from the second representation.

38. (ORIGINAL) A method, comprising:

determining a message;

determining a first representation of the message and a second representation of the message;

outputting the first representation of the message to a first player at a game machine; and

outputting the second representation of the message to a second player at a game machine;

wherein determining the first representation includes selecting a representation based upon an indication by the first player, and

wherein determining the second representation includes selecting a representation based upon an indication by the second player.

39. (ORIGINAL) The method of claim 38 wherein the first representation is different from the second representation.

40. (ORIGINAL) A method, comprising:  
determining a message to be output to a player at a game machine;  
and  
suppressing output of the message,  
wherein suppressing output of the message includes delaying output  
of the message until a trigger condition is satisfied.

41 – 54 (CANCELLED)

55. (ORIGINAL) A method, comprising:  
determining an occurrence of a trigger condition;  
identifying a message in a database of messages based on the trigger  
condition;  
identifying a game machine from among a plurality of game machines  
based on the message;  
suppressing output of the message until a second trigger condition is  
satisfied; and  
displaying the identified message in a partition on the identified game  
machine upon satisfaction of the second trigger condition,  
wherein the partition is a pop-up window, and  
wherein the identified message includes a feature recommendation.

56. (New) The method of claim 1, wherein the message further comprises:  
data indicating how a result of the gaming activity would have been different  
if the recommended feature had been activated during the gaming activity.